

Nobles / Warlords

A character may select to be a human Kingdom noble or an orc or goblin warlord. The effects of this vary depending upon how many other characters attending the event are in the character's retinue.

A character may only be in a single other character's retinue whether that be a noble / warlord or a priest / shaman or a member of another group (such as a guild). Many characters will not be a member of a player's retinue at all. These characters will form part of the retinue of the handful of powerful leaders:

In the Duke's Camp, clergy may form part of the hierophant's retinue; mages may form part of the archmage's retinue; craftsmen may form up with their guild and anyone not otherwise assigned automatically forms part of the duchess's retinue. Such characters should seek out their leader as soon as possible after time in as the leader may have things for them to do and resources to issue.

Human Nobles

Human nobles gain their power from their connection to the King and the Duchess, as such they generally all come from the Kingdom. It should be remembered that some of the people of the Shield Lands in particular also have these connections with the throne.

Taking the advantage "Noble" at character creation means that the character has the correct background and breeding, it does not guarantee any political advantage rather it opens the door to it. In order to actually gain the advantage, a character must receive the support of a number of other characters; the greater the number of supporters, the greater the gain. If a noble has thirty supporters at their first event but only ten at their second, then their power will effectively be less at the second event but it can be restored at future events by gaining extra supporters.

All nobles receive the skill "Heavy Armour" for free if they have Combat Skill of second or third order.

The right to bear your own colours / coat of arms

All nobles, regardless of the size of their retinue, have the right to a personal coat of arms which they and any of their staff can wear.

Direct support from the Duchess

All nobles, regardless of the size of their retinue, will receive direct support from the duchess although the amount of support will depend upon the size of the retinue.

The right to appoint a personal guard

If a noble has a retinue of at least five, they have the right to appoint a personal guard from amongst their retinue. They may appoint one such for each full five people in their retinue including the noble. The personal guard retain the appointment at the whim of the noble (who may remove them). The appointment lasts for the event even if members of the retinue are lost but is not retained if there are insufficient members of the retinue at the start of the next event. It is normal for a noble to give them

a token to denote their appointment. The guard may use a suitable title such as “Sir ____” to denote their rank.

These personal guards have the right to bear arms in the name of their noble and cannot be required to leave the noble or to disarm while guarding him or her. That said, while other nobles normally respect this, others simply deny the noble entry into their demesnes.

The right of “Low Justice”

If a noble has a retinue of at least fifteen, they have the right to exercise low justice over an appointed area within the camp which forms their personal demesne. The duchess will assign an area of the encampment for the noble’s use but they must mark the area in some appropriate manner.

Low justice is the right to control entry or to exclude (throw out). At home this right is also used to describe the power to level punishments which do not include death or dismemberment (this is high justice because it cannot be undone). In practice a noble will probably need to have some guard in order to maintain order.

The right of “High Justice”

If a noble has a retinue of at least thirty, they have the right to exercise high justice over an appointed area within the camp which forms their personal demesne. The duchess will assign an area of the encampment for the noble’s use but they must mark the area in some appropriate manner.

High justice is the right to deal with criminals up to and including dismembering or executing them (although the political repercussions could be severe) as well as levelling fines and so forth. In practice a noble will probably need to have some guard in order to maintain order.

Orc Warlords

Warlords are always either orcs or goblins although they can come from any of the orcish cultures or geographical areas. The undead have a different system of leadership based upon their necromancers and elves are not considered as suitable being recent additions and ill trusted.

Taking the advantage “Warlord” at character creation means that the character has the correct background within the tribes and support from the demons, it does not guarantee any political advantage rather it opens the door to it. In order to actually gain the advantage, a character must receive the support of a number of other characters; the greater the number of supporters, the greater the gain much as with human nobles.

All warlords receive the skill “Heavy Armour” for free if they have Combat Skill of second or third order.

The right to bear your own colours / bloodmark

All warlords, regardless of the size of their retinue, have the right to a personal bloodmark which they and any of their boys can bear.

Direct support from the Khan

All warlords, regardless of the size of their retinue, will receive direct support from the Khan although the amount will depend upon the size of the retinue.

The right to stand before their allies

Warlords with a retinue of at least ten have the right to go before the Black Mirror to speak directly to their demonic allies. It is recommended that this be used with caution as not all those who enter leave. For this reason most warlords still rely upon a shaman.

The right of separation

A warlord with a retinue of at least twenty has the right to an area of the Khan’s Camp set aside for their own use. The Khan will assign an area of the encampment for the warlord’s use but they must mark the area in some appropriate manner.

Within their own territory a warlord has the right to set their own rules and handle their retinue and guests at they see fit. The Khan will usually back their right to do this but may appeal their judgements by standing before the Black Mirror with them should he strongly disagree.